AMIGA POWER GALLUP CHARTS TOP 30

★★★★★ Exceptional ★★★★★ Nearly there ★★★★ Very good ★★★ Has its moments ★★ Flawed ★ Dire

1	(1)	**CANNON FODDER**	Virgin £29.99 ★★★★★
2	(2)	**MORTAL KOMBAT**	Virgin £29.99 ★★★★★
3	(3)	**FRONTIER: ELITE 2**	Gametek £29.99 ★★★
4	(6)	**THE SETTLERS**	Blue Byte £34.99 ★★★★★
5	(8)	**STREETFIGHTER 2**	Kixx £14.99 ★★★
6	(4)	**PREMIER MANAGER 2**	Gremlin £25.99 ★★★
7	(5)	**JURASSIC PARK**	Ocean £25.99 ★★★
8	(11)	**MONKEY ISLAND**	Kixx £16.99 ★★★★★
9	((10)	**CHAMPIONSHIP MANAGER 94 DATA DISK**	Domark £25.99 ★★★★
10	(10)	**CHAMPIONSHIP MANAGER 93**	Domark £25.99 ★★★★
11	(12)	**SENSI-SOCCER 92/93**	Renegade/Mindscape £25.99 ★★★★★
12	(16)	**ALIEN BREED SPECIAL EDITION '92**	Team 17 £10.99 ★★★
13	(7)	**PUTTY**	GBH £9.99 ★★★★★
14	(17)	**STRIKER**	GBH £9.99 ★★★
15	(NE)	**ZOOL 2**	Gremlin £25.99 ★★★★
16	(13)	**MICRO MACHINES**	Codemasters £25.99 ★★★★★
17	(NE)	**ROBOCOP 3**	Hit Squad £12.99 ★★★
18	(NE)	**TORNADO**	Digital Integration £34.99 ★★★★
19	(34)	**SPEEDBALL 2**	Kixx £9.99 ★★★★★
20	(NE)	**CHAMPIONSHIP MANAGER ITALIA**	Domark £25.99 ★★★
21	(15)	**ALIEN BREED 2**	Team 17 £26.99 ★★★★
22	(19)	**THE CHAOS ENGINE**	Renegade £25.99 ★★★★★
23	(RE)	**ZOOL**	Gremlin £25.99 ★★★★★
24	(30)	**SIMON THE SORCEROR**	Adventure Soft £34.99 ★★★
25	(RE)	**PIRATES**	Kixx £14.99 ★★★★
26	(18)	**LEMMINGS 2**	Psygnosis £29.99 ★★★★★
27	(NE)	**LEISURE SUIT LARRY**	Kixx £14.99 ★★★
28	(20)	**SYNDICATE**	Electronic Arts £34.99 ★★★★★
29	(15)	**GRAHAM TAYLOR SOCCER CHALLENGE**	Buzz £9.99 ★★★★
30	(NE)	**CRUISE FOR A CORPSE**	Kixx £14.99 ★★★

We figure you must have some idea how the charts work by now, so briefly: they're © ELSPA, they mix budgies and full-pricers together, games are rated in stars, and they're not still sponsored by Penguin!

AMIGA POWER RECOMMENDS

The best of last month's games, arbitrarily selected by the AP team.

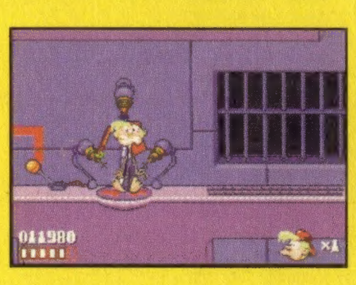
COOL SPOT (Virgin)

It's actually something of a disappointment, this, at least when compared to the somewhat prettier console versions, but no game with a character like Cool Spot in it could ever be a real turkey, and his personality lifts this perfectly-respectable-but-nothing-new platform shoot-'em-up to a rather higher place in the Amiga Hall Of Fame than it strictly deserves. It's the little red tiddlywink that makes *Cool Spot* such a joy to play, and if he's just taking your mind off the jerky scrolling and often shoddy-looking backgrounds, well, so what? We're all for the willing suspension of disbelief here at AP – how else do you think we get the mag written?

LAMBHORGINI AMERICAN CHALLENGE (Titus)

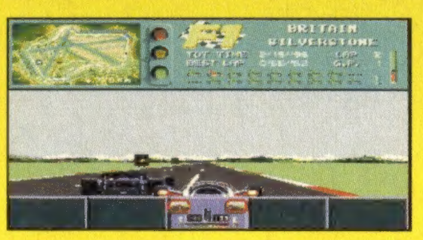
Oh no. We've gone and done it again, haven't we? After letting ex-Ed Mark Ramshaw criminally underrate this in its earlier incarnation as *Crazy Cars 3*, we handed the new, improved, two-player-mode-including update version over to buffoon-like Production Editor Steve Faragher, who inflicted a ridiculously low mark on it all over again *(I didn't get a new Lamborghini out of it Stuart – Steve)*. This is completely great (although the ordinary A500 version IS a little slow in two-player mode), and still Stuart's all-time favourite race game. It's thrillingly fast, and it's even got a plot to keep you playing when you think you've seen it all – what more do you want?

BUBBA 'N' STIX (Core)



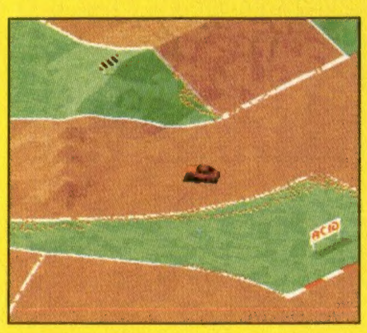
A bit of a surprise hit now. We weren't really expecting great things from *Bubba'n'Stix* – it looked like just another dull cute platformer designed for the miniscule attention spans of Mega Drive owners, but when it turned up we were overjoyed to find a gorgeously characterful arcade puzzle game featuring a couple of the best stars since, well, Cool Spot. There's a shadow on the horizon in that you only get five levels of top puzzle/stick interaction to play through, but they're decently difficult, pretty big (after the first one) and extremely entertaining, so at £25.99 you're still getting pretty reasonable value for money. So stop complaining, alright?

F1 (Domark)



Lankhor's *Vroom* was always one of AMIGA POWER's very favourite driving games, and now it's been significantly improved, speeded up (from its previous 'ridiculously fast' to 'just plain silly'), and boosted by the addition of a split-screen two-player mode and some improved control tweaking. We reckon it's now the equal-best Amiga driving game of all time with F1GP (although Stuart disagrees – see above), and completely unmissable in every meaningful way. (And what's more, we've seen some major national game chains flogging it at an unbelievable £9.99 already) Blink and you'll miss it. So don't blink.

SKIDMARKS (Mindscape)



There's been something of a resurgence in the overhead-view racer in the last few months, with Codemasters' fab *Micro Machines* taking the winner's rostrum and Team 17's disappointing *Overdrive* being the one getting the champagne sprayed all over its face, but somewhere in between the two, you'll now find Acid Software's *Skidmarks*. This paean to the joys of their own Blitz Basic programming language looks beautiful and plays dreamily, but some daft flaws (mostly relating to disk accessing and program structure, rather than the game itself) let it down a bit on the home straight. Still well worth a look, if only for the ace null-modem four-player mode.